

Indoor Soccer Rules

All games will be played in Shingleton Gymnasium All players must be registered on Imleagues.com and on their team's roster prior to being eligible to participate in any games.

Rule Highlights for Indoor Soccer:

- **Absolutely no Slide Tackling**
- NO JEWELRY
- Shin-guards are strongly recommended (will not be provided)
- **AWAY team wears DARK; HOME team wears WHITE**
- Games consist of two 15-minute halves
- Games are played 4 v 4 - **must have 3 players to start and finish a game**
- The following gender combinations are permitted for Indoor Soccer
 - 4-females
 - 3-females, 1-male
 - 3-males, 1-female
 - 2-females, 2-males
 - 3-males, 0-females
 - 3-females, 0-males

Three players are required to avoid a forfeit/default. The following point penalties will be enforced if a team does not have the minimum or is not ready to play at game time:

Point Penalties for being late:

- 1 - 2 minutes late = 1 points
- 3 - 4 minutes late = 2 points
- 5 - minutes late = **3 points and the game is over and the score will be recorded as 3-0**

Official Game: The game consists of two 15-minute halves (running time) with a 3-minute halftime.

Game Play:

- **The ball does not have to go forward to kick-off the game.**
- Slide tackling and contact are not allowed and result in fouls. If the infraction is deemed intentional (with contact) a red card will be issued.
- There are no goalkeepers in indoor soccer.

Substitutions: may be made at any time. Subs must enter from their defensive end line. Unlimited substitutions may be made at any time, including during a "live" ball situation – except during free kicks. Violation of the substitution rule results in an indirect kick from the spot of the dead ball and possibly a yellow card for unsportsmanlike conduct (if this has been a persistent act throughout the game by the offending team).

Playing Area: The playing area (field) is a regulation-sized basketball court.

- **Boundaries:** If the ball hits the basketball goals, ceiling, or goes out of bounds, it's considered a turnover from the sideline closest to that spot. Hitting the wall above the red pads, or crossing over the team-side sideline is considered out of bounds. A ball going out over the sideline results in a kick-in. Kick-ins are indirect.

Players: The maximum number of players per team's roster is 12. **Two teams of four players are on the field for games.** Teams must start and finish with a minimum of three players. The Team Captain speaks for the team in all dealings with the officials.

Uniforms: Teams will be scheduled as either white or dark. The away team will wear dark and the home team will wear white.

- Shin-guards are strongly recommended (will not be provided)
- All players must wear soft-bottomed (or rubber-molded) shoes. Sandals, boots and cleats are prohibited.
- No Jewelry
- No Hats or items with knots

Player Conduct: Any player that is ejected must leave the facility immediately. If a player chooses to return to the game site the same day, he/she will be trespassing, and the proper authorities will be contacted. All ejected participants must schedule a meeting with the Associate Director for Recreational Sports & Fitness prior to becoming eligible for participation. Any participant missing a scheduled meeting will receive an additional game suspension.